MIDNIGHT WANDERERS
quest for the chariot

CHARIOT
adventure through the sky

DON'T PULL™

THREE WONDERS
W3
3 games in 1 board

3GAMES IN 1BOARD : THREE WONDERS

MANUAL

CAPCOM

●SETTING INSTRUCTION

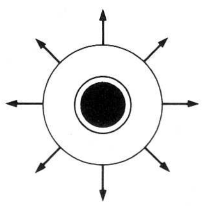
○PCB CONNECTOR

JAMMA STANDARD

○CRT MONITOR

HORIZONTAL TYPE

○CONTROL PANEL





8-WAY LEVER — A BUTTON (PUSH 1) — B BUTTON (PUSH 2)

※2 PLAYERS SIMULTANEOUS TYPE

○HOW TO PLAY
(3 DIFFERENT GAMES ARE INCLUDED IN THIS PCB)

1. MIDNIGHT WANDERERS (ACTION)

   8-WAY LEVER : PLAYER CHARACTER MOVES

   A BUTTON : PLAYER CHARACTER ATTACKS

   B BUTTON : PLAYER CHARACTER JUMPS

2. CHARIOT (SHOOTING)

   8-WAY LEVER : PLAYER CHARACTER MOVES

   A BUTTON : PLAYER CHARACTER SHOOTS THE NORMAL SHOT

   B BUTTON : PLAYER CHARACTER SHOOTS THE TAIL SHOT

3. DON'T PULL (PUZZLE)

   8-WAY LEVER : PLAYER CHARACTER MOVES

   A BUTTON : PLAYER CHARACTER PUSHES A BLOCK

   B BUTTON : (SAME FUNCTION AS "A" BUTTON)

○MAXIMUM NUMBER OF CREDIT IS 9.

JAMMA STANDARD

SOLDER SIDE			COMPONENTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
COIN COUNTER 2	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
SP (−)	L	10	SP (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 1
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P PUSH 1	Z	22	1P PUSH 1
2P PUSH 2	a	23	1P PUSH 2
N.C.	b	24	N.C.
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

•PARTS NAME

CR7E-56DA-3.96E : (HIROSE)
OR
1168-056-009 : (KEL)

●DIP SW〔A〕

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1	1COIN 1CREDIT	**OFF**	**OFF**	**OFF**					
	1COIN 2CREDITS	ON	OFF	OFF					
	1COIN 3CREDITS	OFF	ON	OFF					
	1COIN 4CREDITS	ON	ON	OFF					
	1COIN 6CREDITS	OFF	OFF	ON					
	2COINS 1CREDIT	ON	OFF	ON					
	3COINS 1CREDIT	OFF	ON	ON					
	4COINS 1CREDIT	ON	ON	ON					
COIN 2	1COIN 1CREDIT				**OFF**	**OFF**	**OFF**		
	1COIN 2CREDITS				ON	OFF	OFF		
	1COIN 3CREDITS				OFF	ON	OFF		
	1COIN 4CREDITS				ON	ON	OFF		
	1COIN 6CREDITS				OFF	OFF	ON		
	2COINS 1CREDIT				ON	OFF	ON		
	3COINS 1CREDIT				OFF	ON	ON		
	4COINS 1CREDIT				ON	ON	ON		
SPECIAL COIN-SETTING	OUT							**OFF**	
	IN							ON	
SCREEN STOP	OUT								**OFF**
	IN								ON
FREE PLAY	IN	ON	ON	ON	ON	ON	ON	ON	

※WHEN SPECIAL COIN-SETTING IS IN, GAME STARTS WITH 2 COINS AND CONTINUES WITH 1 COIN REGARDLESS OF THE SETTINGS OF COIN 1 AND COIN 2.
※BOLD FACE INDICATES THE FACTORY SETTING.

●DIP SW〔B〕

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
ACTION THE NUMBER OF PLAYER CHARACTER	1	OFF	OFF						
	2	**ON**	**OFF**						
	3	OFF	ON						
	5	ON	ON						
ACTION DIFFICULTY LEVEL	EASY			OFF	OFF				
	NORMAL			**ON**	**OFF**				
	HARD			OFF	ON				
	HARDEST			ON	ON				
SHOOTING THE NUMBER OF PLAYER CHARACTER	1					OFF	OFF		
	2					ON	OFF		
	3					**OFF**	**ON**		
	5					ON	ON		
SHOOTING DIFFICULTY LEVEL	EASY							OFF	OFF
	NORMAL							**ON**	**OFF**
	HARD							OFF	ON
	HARDEST							ON	ON

※DIFFICULTY LEVEL IS SET AT NORMAL WHEN SHIPPED.
※BOLD FACE INDICATES THE FACTORY SETTING.

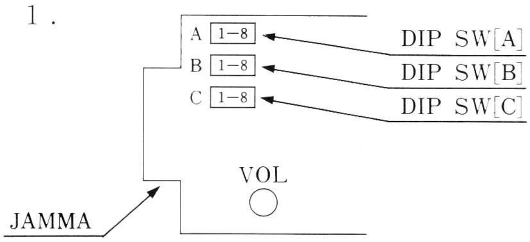
●DIP SW〔C〕

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
PUZZLE THE NUMBER OF PLAYER CHARACTER	1	OFF	OFF						
	2	ON	OFF						
	3	**OFF**	**ON**						
	5	ON	ON						
PUZZLE DIFFICULTY LEVEL	EASY			OFF	OFF				
	NORMAL			**ON**	**OFF**				
	HARD			OFF	ON				
	HARDEST			ON	ON				
SCREEN FLIP	OUT					**OFF**			
	IN					ON			
DEMONSTRATION SOUND	OUT						OFF		
	IN						**ON**		
CONTINUE	OUT							OFF	
	IN							**ON**	
TEST MODE	GAME MODE								**OFF**
	TEST MODE								ON

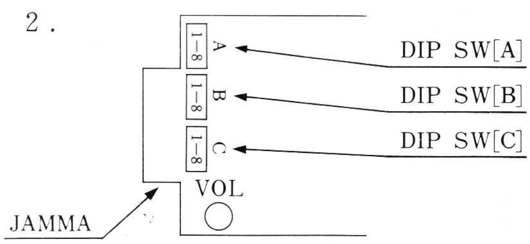
※WHENEVER DIP SWITCH SET NEWLY, MAKE SURE THE POWER IS OFF.
※BOLD FACE INDICATES THE FACTORY SETTING.

○DIP SW LOCATION
(There are 2 different types)

1 .



2 .



CAPCOM CO.,LTD.
No. 1-12, TOKIWAMACHI 2-CHOME,
CHUO-KU, OSAKA 540, JAPAN
TEL (06) 946-2058 FAX NO. (06) 946-6657